Message from the organizers

Dear Colleagues and Friends,

2017 International Conference for Leading and Young Computer Scientists (IC-LYCS 2017) will be held in Okinawa Convention Center, Okinawa, Japan during Feb 25-28 2017.

IC-LYCS 2017 intends to provide a platform for the exchange and networking between top scientists, emerging young researchers, and students across a wide spectrum of computer science and informatics.

We would like you to invite you to participate in IC-LYCS 2017. Your active participation is the key to the success of this conference.

Yours Sincerely,

IC-LYCS 2017 Committee

Asia Pacific Society for Computing and Information Technology (APSCIT)

www.apscit.org
Conference organizing committee

CONFERENCE CHAIRS

Prof. Yao-Ming YEH (Kainan University)

Prof. Chen-Kuo CHIANG (National Chung Cheng University)

Prof. Htoo HTOO (Saitama University)

Prof. Jingyun WANG (Kyushu University)

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Prof. Ru-Jen CHAO (Kao Yun University)

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CONFERENCE PROGRAM DIRECTORS

Dr. Yingxue SONG (APSCIT)

CONFERENCE SECRETARIAT

Ms. Yangjun HU (APSCIT)

Ms. Yaru WU (APSCIT)
Conference topics

1. Theory, Algorithms, Programming
2. Database, Cloud Computing, Data Mining, Big Data
3. Communications, Networking, Security, and Internet of Things
4. Multimedia, Image Processing and Recognition (Virtual Reality)
5. High Performance Computing and Intelligent Systems (AI, Robotics)
6. Software Engineering and Applications
### Presentation List (Room B6)

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<thead>
<tr>
<th>Time</th>
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<th>SUN, 2/26</th>
<th>MON, 2/27</th>
<th>TUE, 2/28</th>
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<td>10:20 – 10:30</td>
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<td>Coffee &amp; Tea Break</td>
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<td>12:10 – 13:00</td>
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<td>Lunch Break</td>
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<td>Coffee &amp; Tea Break</td>
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<td>Conference Banquet</td>
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Presentations for IC-LYCS 2017

SUNDAY 2/26

1. The 3rd Wave of the Internet with "Internet-by-Design" (H. ESAKI)

2. Efficient Monte Carlo evaluation of resampling-based hypothesis tests (W.K. FUNG)

3. Agriculture and Information Science (E. KITA)

4. Development of Smart Applications and Big Data Services in Campus (Y.M. YEH)

5. Big Data Opportunities & Challenges in Logistics and Supply Chain Management (K.J. SHIM)

6. The Challenges of Applying SDN/NFV for 5G and IoT (B.S. LIN)

7. Early event detection and partial event detection based on maximum-margin methods (Z.F. YANG)

8. Network Protocol Visualization Tools (M. ARAI)

9. Emergent Intelligence and Machine Learning (T. GONSALVES)

10. Cloud Surveillance from UAS with Remote Visualization (C.E. LIN)

11. A security enhanced single photon-based quantum secure direct communication (B.S. HAM)

12. Learning Support Applications and Learning Analytics for e-Book uesrs based Educational Big Data (J.Y. WANG)

13. Reserved

14. Reserved
15. OPENWINCON: Open Source Wired and Wireless Networking based on SDN/NFV (S.W. LEE)
16. Recent Research Topics on Cloud Computing and Big Data Analysis (M. OGUCHI)
17. Leading and Young Computer Scientist's Visions (K. KANEKO)
18. Wearable Eye Movement Measurement Device (K. HOSHINO)
19. Attractive Voice Interaction Agent on Smartphone and Campus Navigation Application (T. UCHIYA)
21. Unpredictable Communication Patterns and Performance Analysis in Parallel Processing of Simulations (R. SUSUKITA)
22. Continuous Trip Planning Queries Using Generated Safe-region (H. HTOO)
23. Algorithms and complexities for some variants of the facility location problems (Y.H. CHEN)
24. A Freight Management System with the Multiple Ambient Calculus (T. KATO; H. OHYAMA)
25. Robot Language Acquisition Based on Sequence-to-Sequence Learning (Y.K. THU)
26. Mathematics-oriented skills which may be abused for cybercrimes related to the networking systems (S. AKASHI)

27. InSecurity in the Internet of Things (C.C. CHANG)

28. Design and Fusion of Fully Convolutional Networks for On-premise Signs Recognition (M.C. HU)

29. Data Analysis by Machine Learning (C.M. OU)

30. Application of Dominance-Based Rough Set Approach and Fuzzy Integral Method on Institutional Research (Y.C. KUO)

**POSTER SESSION**

P1. Deep Learning based Activity Recognition (C.M. CHIU)

P2. Design and Integration of a Wireless Virtual Reality Interaction System (W.L. TSAI)

P3. A Deep Hand Gesture Recognition Method Based on Electromyography and Accelerometer Signals (T.Y. PAN)